1-25-83

TITLE PAGES

Dear R.F.,

I just want to make a small addition to your taping routine Vol.5 No 3 page 49.

After the program is all debugged, all variables, strings etc. are in place and ready to save, a real clean little routine for a proffesional look and auto-run is as follows:

Clear the screen and type

```
CLEAR ; PRINT"   LOADING.....";PR
INT; PRINT; PRINT; PRINT; CX=-18; PR
INT "ATTACK"; %(20156)=27195; %(20158)=
13; [illegible]: PRINT %(16384),1937
```

(3 spaces; 5 periods)

Of course CX=-(No. of characters in title x 3). The program is reloaded by :INPUT. The Pokes in the routine add ;RUN (Go) into the line input buffer. As you mention, this won't handle ports. If you set ports then use your pre-program to do them and use :INPUT;RUN in your line 20 and use the above routine to print the pre-program. It works well and looks great!

Blue Ram owners with taped cartridge games can also set up really neat "title pages."

Load the cart. game into the B-R. Set mode to ROM. Reset and type in the following pro-

gram :

```
10 CLEAR : NT=0
20 PRINT "■■■ LOADING ....."
30 CY=0 : CX=-21 : PRINT " SEAWOLF
40 CY=-10 : CX=-9 : PRINT " AND
50 CY=-20 : CX=-18 : PRINT "MISSLE
60 : INPUT %(24576)
70 STOP
100 CLEAR : PRINT "■■■ LOADING ....."; %(20156)
=27195 : %(20158)=13 : : PRINT %(16384), 1937
```

Use GOTO 100 to save the title program to tape. When cursor returns stop tape, set up :

```
: PRINT %(24576), 2048
```

(2048 for 4k and 4096 for 8k, 1024 for 2k)

Restart tape and ~~[redacted]~~ Print the Game. (leave about 5 seconds between routine and Game)

To reload simply use :

```
: INPUT (Go)
```

Loading..... will appear then the Title. When cursor appears stop tape. ~~Set Range~~ Press and hold RESET, put Range to 2k, put mode to ROM and release RESET. You have the menu.

Keep up the good work.

Sincerely,

Dave Carson
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P.S. If you choose to print any of this or anything I might submit, you may use my mailing address.